

09934003-082001

- 5 5. The gaming device of Claim 4, wherein the initial sequence includes a plurality of player selectable inputs and a number of positions associated with each selectable input.
6. The gaming device of Claim 1, which includes a player selectable modify input which communicates with the processor, wherein activation of the
- 10 modify input initiates an award modification method.
7. The gaming device of Claim 6, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.
- 15 8. The gaming device of Claim 6, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.
9. The gaming device of Claim 1, which includes at least one award
- 20 modification method, and wherein the processor randomly determines if one of the award modification methods will be applied to the award.
10. The gaming device of Claim 9, wherein the random determination is made after the player selects one of the positions.

5 11. The gaming device of Claim 1, which includes a plurality of award modification methods, wherein the processor selects one of the award modification methods to apply to the award.

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10 12. A gaming device comprising:
a display device;
a plurality of masked numbers displayed by the display device;
a processor which communicates with the display device and enables a player to arrange at least two of the masked numbers in an order decided by the player; and
15 an award determined by the processor and provided to the player based on the order of the masked numbers arranged by the player.

13. The gaming device of Claim 12, wherein the numbers are digits and the award is a number of credits which is the order of the digits.

20 14. The gaming device of Claim 12, which includes a plurality of award positions displayed by the display device, wherein the processor enables the player to arrange at least two of the masked numbers in the award positions.

15. The gaming device of Claim 14, wherein the award positions include at least a one's digit and a ten's digit.

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- 5 16. The gaming device of Claim 14, which includes at least three masked numbers and wherein the award positions include at least a one's digit, a ten's digit and a hundred's digit.
17. The gaming device of Claim 12, which includes a set of numbers stored in a memory device accessed by the processor, wherein the processor
- 10 randomly generates the masked numbers from the set of numbers in the memory device.
18. The gaming device of Claim 17, wherein each of the numbers of the set are unique.
19. The gaming device of Claim 17, wherein at least two of the numbers of
- 15 the set are the same.
20. The gaming device of Claim 12, which includes an initial sequence controlled by the processor for determining how many masked numbers the player will arrange.
21. The gaming device of Claim 20, wherein the initial sequence includes a
- 20 plurality of player selectable inputs and a number of masked numbers associated with each selectable input.

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5 22. The gaming device of Claim 12, which includes a plurality of reels controlled by the processor, wherein said masked numbers are randomly generated by at least one of the reels.

23. The gaming device of Claim 12, which includes a player selectable keep input which communicates with the processor, wherein activation of the keep
10 input by the player causes the processor to transfer the award provided to the player to a credit meter controlled by the processor.

24. The gaming device of Claim 12, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

15 25. The gaming device of Claim 24, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

26. The gaming device of Claim 24, wherein the award modification method
20 is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

5 27. The gaming device of Claim 12, which includes at least one award
modification method, and wherein the processor randomly determines if one of
the award modification methods will be applied to the award.

28. The gaming device of Claim 27, wherein the processor makes the random determination when the player arranges one of the masked numbers.

10 29. The gaming device of Claim 12, wherein the award is based on the
order of at least three positions, wherein two of the masked numbers are
combined by a mathematical operation.

30. A gaming device comprising:

a display device;

a plurality of positions;

a plurality of selections displayed by the display device; and

a processor which communicates with the display device, which

associates a plurality of numbers with the selections, which enables a player to

associate the selections with the positions, which causes the display device to

20 display the numbers associated with the selections that have been ordered in

~~association with the positions, and which determines the award which is the~~

order of the numbers associated with the positions.

31. The gaming device of Claim 30, which includes three positions.

5 32. The gaming device of Claim 30, wherein the award includes each of the
selections displayed by the display device.

33. The gaming device of Claim 30, wherein the award includes a different number of selections than the plurality of selections displayed by the display device.

10 34. The gaming device of Claim 30, wherein the plurality of positions are displayed by the display device before the player associates the selections with the positions.

35. The gaming device of Claim 30, which includes an initial sequence
controlled by the processor for determining how many selections the player will
15 associate with the positions.

36. The gaming device of Claim 35, wherein the initial sequence includes a plurality of player selectable inputs in communication with the processor and a number of selections associated with each selectable input.

37. The gaming device of Claim 30, which includes a plurality of reels
20 controlled by the processor, wherein said selections are randomly generated
by at least one of the reels.

38. The gaming device of Claim 30, which includes a player selectable keep input which communicates with the processor, wherein activation of the keep

5 input by the player causes the processor to transfer the award provided to the player to a credit meter controlled by the processor.

39. The gaming device of Claim 30, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

10 40. The gaming device of Claim 39, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

15 41. The gaming device of Claim 39, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

20 42. A gaming device comprising:
a display device;
a processor which communicates with the display device;
a plurality of selections displayed by the display device; and
a selection orderer which communicates with the processor and enables the player to select and order at least two selections with digits to form an award, wherein the processor reveals the award by displaying a number
25 associated with each selection in the digit selected by the player.

10 44. The gaming device of Claim 42, wherein the selection orderer includes
a prompt to place a selection in a designated position.

46. The gaming device of Claim 42, wherein the selection orderer
15 remembers a selection chosen by the player and places the selection in a
position subsequently chosen by the player.

a display device;

20 a processor which communicates with the display device, which associates numbers with selections, and which enables a player to associate selections with a one's digit and a ten's digit of an award provided to the player.

5 48. A gaming device comprising:

a display device;

a plurality of selections displayed by the display device; and

a processor which communicates with the display device, which
associates numbers with selections, and which enables a player to associate
10 selections with a one's digit, a ten's digit and a hundred's digit of an award
provided to the player.

49. A gaming device comprising:

an initial determination of a number of possible digits for a player's
15 award;

a display device;

a plurality of selections displayed by the display device; and

a processor which communicates with the display device, which
associates numbers with selections, and which enables the player to associate
20 selections with the number of possible digits provided by the initial
determination to form an award provided to the player wherein the award is
based on the order of the digits.

50. The gaming device of Claim 49, wherein the initial determination
25 includes a plurality of player selectable inputs displayed by the display device,
wherein a selection of a particular input provides a number of possible digits
associated with the input.